

## 1984 Simulation Rules

Adapted from “Dystopian Choice Unit and 1984 Simulation” by Susan Barber

### Introduction

The Game will begin as soon as you leave this room.

Do not discuss The Game with any students outside of this class. You will receive a folded piece of paper that will designate your assigned role: You will be either a Comrade or a member of the Thought Police.

YOU MAY NOT UNFOLD YOUR ASSIGNMENT DURING CLASS TIME OR IN THE PRESENCE OF OTHER COMRADES! Your identity/role in The Game must be kept secret from all other members.

Violating the above instructions will increase the length of your reflection paper. Good luck.

### Your World: Thought Police vs. Outer Party

Welcome to 1984. To remain in good standing with Big Brother, you must obey the Party’s rules. There are at least two Thought Police per class. Thought Police may report offenses for any Outer Party members they observe committing crimes against the Party. Since you do not know who the informants are, you may choose to violate the rules at will; however, you never know who will be watching. Big Brother reserves the right to select more than the original two Thought Police as The Game progresses in order monitor the actions of the Outer Party. As such, you never know who will be watching.

**The Outer Party:** The Outer Party members are the common citizens of 1984. They belong to the party but are servants to the greater good of society. Comrades are essential to the day-to-day operations, but are really just cogs in the wheel, and therefore expendable...

Responsibilities: Survive and figure out who the Thought Police are... not that it will help you...

**The Thought Police:** This is the group responsible for making sure that the Outer Party members stay loyal to society. They are informants to Big Brother but seem to be ordinary citizens, and as these dangerous people could be anyone...

Responsibilities: To report Outer Party offenses to Big Brother and punish the disloyal. Make a list of the offenders and their crimes. Use the email format found below.

Date: <fill in date here>

Dear Big Brother:

I am now submitting today’s list of offenders.

NAME

NUMBER OF INFRACTION

OFFENSE LOCATION

Email the list to Big Brother every evening no later than 7:00 p.m. We may be sharing these infractions in class, so please have members on your list daily AND submit the lists on time. Submission of these lists will impact your paper length requirements.

### **Written Assignment**

All Thought Police and Outer Party members will complete a written assignment that will be due upon completion of the game. The paper will be a reflection paper on your experience during this game.

#### *Outer Party Members*

- If you did not violate any of the rules, your wrap-up must be one double-spaced page.
- If you have violated any one of the rules, your wrap-up must be two double-spaced pages. For EACH TWO additional offenses, add an additional half page.
- If, at the end of the game, you suspect who might be a member of the Thought Police, then you may share this sentiment privately with Big Brother in writing **VIA GOOGLE FORM**. If you are correct, you do not have to write **any additional pages**. If you are incorrect, you must make your wrap-up one page longer. You have one guess. I will announce the verdict on the last day of the game.

#### *Thought Police*

- If you are a member of the Thought Police and **no one guesses** your identity, **you do not have to write a paper**. As long as you have submitted your lists daily, those will count for the paper assignment.
- If your identity is discovered and you submitted the required lists, your wrap-up must be two double-spaced pages. **Not submitting lists** in a consistent manner (at least one infraction each day) will result in a wrap-up paper of three double-spaced pages.

Your paper must have the proper MLA heading, have 1" margins, and must be a 12-point Times New Roman font, double-spaced.

Your paper is a *reflection paper*, which means you should reflect on your experience of the game. You must still have a thesis statement and organized paragraphs, but your thesis will be a one-sentence summary of your experience and each paragraph will focus on one aspect of your experience. If you are having trouble coming up with ideas, consider the following questions:

- How has your understanding of the book changed as a result of The Game?
- Write about your general reactions to the game. Did you think about your classmates differently?
- How did you feel (paranoid, challenged, indifferent)?
- Write about your feelings about other, unknown people who are able to monitor your actions, banking activity, Internet activity, phone activity, etc.

**This paper is not a critique of the game itself.** This paper is about your experience and what it made you think about and/or feel.

\*\*\*Anyone who decides to use this game to pursue some personal vendetta against another student will be given a grade of "0" for participation in this game. Participation in the game combined with your reflection paper will be considered a major grade for this semester.\*\*\*

**Rules:**

1. Books must be carried in the right hand. Bags must be carried over both shoulders.
2. Classmates must be greeted with the phrase, "Good morning, Comrade," or "Good afternoon, Comrade," before any other speech begins. This phrase substitutes for "hi," "hello," or any other greeting.
3. Students must thank all teachers after every class.
4. Students must pick up any litter seen on school floors. Any student seen passing litter on the floor in a hallway or classroom without picking it up will be in violation of the rules.
5. Students must walk on the right side of the hallway only. Any student seen walking on the left side of a hallway anywhere on campus will be in violation of the rules.
6. Students must not inform non-party members of their allegiance to the Party during school hours. Any direct discussion of this game (other than during this class) with students in other classes either in or outside school hours is strictly prohibited. This includes social media. If asked questions by a teacher, students may say they would love to discuss the Party with him or her before or after school to avoid distraction from class learning time. This rule is effective immediately.
7. You must always enter the building through the main entrance (unless otherwise directed by a teacher – fire drills, etc.) and you must never open another outside door for any student to enter the building.
8. When speaking to lunch staff, custodians, office staff, or any non-teaching adult, students must express gratitude for their service by greeting them with the phrase "I appreciate your work on behalf of our education."
9. Anyone choosing not to follow the Party rules will be required to complete an additional assignment. This won't be pleasant.
10. At no time shall the participation in this game cause a disruption or distraction in any other class, during passing periods or at lunch. Regardless of how funny you may think it is, you will be treated in a way befitting someone who disrupts a classroom.

Any discussion or opposition to these rules must be discussed before the game begins.